AMENDMENTS TO THE CLAIMS

Claim 1.   **(currently amended)**   A method of managing the loading of patrons to an attraction in an entertainment environment wherein patrons are permitted access to the attraction on at least two bases, the first being a first-in first-out basis, and the second being a priority basis established by a prior allocation of a time of entry into said attraction, comprising:

    a.   developing a hierarchy of patrons ~~using the priority basis~~ utilizing rules that are not based on reservation times;

    b.   permitting a priority request for an allocation of a time of entry into said attraction including the steps of:

        i.   receiving an input from a remote location, the input being communicated to a central computer, the central computer regulating a number of patrons allowed to enter the attraction;

        ii.   allocating available return times in relation to a hierarchy level of a patron in the hierarchy;

        iii.   permitting the patron to remotely receive a response that includes the available return times for the attraction; and,

        iv.   permitting the patron to select a return time from the available return times; and

    c.   employing an operation to provide the patron access to the attraction, the operation providing priority access to the patron having the return time, the operation providing first-in first-out access to any patron not having an allocated return time.

Claim 2.   **(previously presented)** A method as claimed in claim 1, wherein the hierarchy is determined on the basis of patrons remotely located away from the entertainment environment when making the priority request and patrons located at the entertainment environment when making the priority request.

Claim 3.   **(currently amended)**   A method ~~as claimed in claim 1,~~ of managing the loading of patrons to an attraction in an entertainment environment wherein patrons are permitted access to the attraction on at least two bases, the first being a first-in first-out basis, and the second being a priority basis established by a prior allocation of a time of entry into said attraction, comprising:

    a.   developing a hierarchy of patrons utilizing rules that are not based on reservation times;

    b.   permitting a priority request for an allocation of a time of entry into said attraction including the steps of:

        i.   receiving an input from a remote location, the input being communicated to a central computer, the central computer regulating a number of patrons allowed to enter the attraction;

        ii.   allocating available return times in relation to a hierarchy level of a patron in the hierarchy;

        iii.   permitting the patron to remotely receive a response that includes the available return times for the attraction; and,

        iv.   permitting the patron to select a return time from the available return times; and

    c.   employing an operation to provide the patron access to the attraction, the operation providing priority access to the patron having the return time, the operation providing first-in first-out access to any patron not having an allocated return time;

    d.   wherein the hierarchy is determined on the basis of patrons remotely located away from the entertainment environment when making a priority request, patrons resident in a facility associated with the entertainment environment when making the priority request, and patrons located at the entertainment environment when making the priority request.

Claim 4.   **(previously presented)**   A method as claimed in claim 1, wherein a selection of patrons is permitted to make multiple priority requests, the multiple priority requests being for different attractions in the entertainment environment.

Claim 5.   (currently amended) A method ~~as claimed in claim 2~~, of managing the loading of patrons to an attraction in an entertainment environment wherein patrons are permitted access to the attraction on at least two bases, the first being a first-in first-out basis, and the second being a priority basis established by a prior allocation of a time of entry into said attraction, comprising:

    a.   developing a hierarchy of patrons utilizing rules that are not based on reservation times;

    b.   permitting a priority request for an allocation of a time of entry into said attraction including the steps of:

        i.   receiving an input from a remote location, the input being communicated to a central computer, the central computer regulating a number of patrons allowed to enter the attraction;

        ii.   allocating available return times in relation to a hierarchy level of a patron in the hierarchy;

        iii.   permitting the patron to remotely receive a response that includes the available return times for the attraction; and,

        iv.   permitting the patron to select a return time from the available return times; and

    c.   employing an operation to provide the patron access to the attraction, the operation providing priority access to the patron having the return time, the operation providing first-in first-out access to any patron not having an allocated return time;

    d.   wherein the hierarchy is determined on the basis of patrons remotely located away from the entertainment environment when making the priority request and patrons located at the entertainment environment when making the priority request;

    e.   wherein a selection of patrons is permitted to make multiple priority requests, the multiple priority requests being for different attractions in the entertainment environment.

Claim 6.   (currently amended) A method ~~as claimed in claim 3~~, of managing the loading of patrons to an attraction in an entertainment environment wherein patrons are permitted access

to the attraction on at least two bases, the first being a first-in first-out basis, and the second being a priority basis established by a prior allocation of a time of entry into said attraction, comprising:

    a.   developing a hierarchy of patrons utilizing rules that are not based on reservation times;

    b.   permitting a priority request for an allocation of a time of entry into said attraction including the steps of:

        i.   receiving an input from a remote location, the input being communicated to a central computer, the central computer regulating a number of patrons allowed to enter the attraction;

        ii.   allocating available return times in relation to a hierarchy level of a patron in the hierarchy;

        iii.   permitting the patron to remotely receive a response that includes the available return times for the attraction; and,

        iv.   permitting the patron to select a return time from the available return times; and

    c.   employing an operation to provide the patron access to the attraction, the operation providing priority access to the patron having the return time, the operation providing first-in first-out access to any patron not having an allocated return time;

    d.   wherein the hierarchy is determined on the basis of patrons remotely located away from the entertainment environment when making a priority request, patrons resident in a facility associated with the entertainment environment when making the priority request, and patrons located at the entertainment environment when making the priority request;

    e.   wherein a selection of patrons is permitted to make multiple priority requests, the multiple priority requests being for different attractions in the entertainment environment.

Claim 7.   (currently amended) A method as claimed in claim 1, of managing the loading of patrons to an attraction in an entertainment environment wherein patrons are permitted access

to the attraction on at least two bases, the first being a first-in first-out basis, and the second being a priority basis established by a prior allocation of a time of entry into said attraction, comprising:

    a.   developing a hierarchy of patrons utilizing rules that are not based on reservation times;

    b.   permitting a priority request for an allocation of a time of entry into said attraction including the steps of:

        i.   receiving an input from a remote location, the input being communicated to a central computer, the central computer regulating a number of patrons allowed to enter the attraction;

        ii.   allocating available return times in relation to a hierarchy level of a patron in the hierarchy;

        iii.   permitting the patron to remotely receive a response that includes the available return times for the attraction; and,

        iv.   permitting the patron to select a return time from the available return times; and

    c.   employing an operation to provide the patron access to the attraction, the operation providing priority access to the patron having the return time, the operation providing first-in first-out access to any patron not having an allocated return time;

    d.   wherein a first selection of patrons is permitted to make multiple priority requests, the multiple priority requests being for patrons from a second selection of patrons, the first selection of patrons and the second selection of patrons being in at least one of the hierarchy levels.

Claim 8.   (currently amended) A method as claimed in claim 2, of managing the loading of patrons to an attraction in an entertainment environment wherein patrons are permitted access to the attraction on at least two bases, the first being a first-in first-out basis, and the second being a priority basis established by a prior allocation of a time of entry into said attraction, comprising:

    a.   developing a hierarchy of patrons utilizing rules that are not based on reservation times;

    b.   permitting a priority request for an allocation of a time of entry into said attraction including the steps of:

        i.   receiving an input from a remote location, the input being communicated to a central computer, the central computer regulating a number of patrons allowed to enter the attraction;

        ii.   allocating available return times in relation to a hierarchy level of a patron in the hierarchy;

        iii.   permitting the patron to remotely receive a response that includes the available return times for the attraction; and,

        iv.   permitting the patron to select a return time from the available return times; and

    c.   employing an operation to provide the patron access to the attraction, the operation providing priority access to the patron having the return time, the operation providing first-in first-out access to any patron not having an allocated return time;

    d.   wherein the hierarchy is determined on the basis of patrons remotely located away from the entertainment environment when making the priority request and patrons located at the entertainment environment when making the priority request;

    e.   wherein a first selection of patrons is permitted to make multiple priority requests, the multiple priority requests being for patrons from a second selection of patrons, the first selection of patrons and the second selection of patrons being at in least one of the hierarchy levels.

Claim 9.   (currently amended) A method ~~as claimed in claim 3,~~ of managing the loading of patrons to an attraction in an entertainment environment wherein patrons are permitted access to the attraction on at least two bases, the first being a first-in first-out basis, and the second being a priority basis established by a prior allocation of a time of entry into said attraction, comprising:

   a.   developing a hierarchy of patrons utilizing rules that are not based on reservation times;

   b.   permitting a priority request for an allocation of a time of entry into said attraction including the steps of:

        i.   receiving an input from a remote location, the input being communicated to a central computer, the central computer regulating a number of patrons allowed to enter the attraction;

        ii.   allocating available return times in relation to a hierarchy level of a patron in the hierarchy;

        iii.   permitting the patron to remotely receive a response that includes the available return times for the attraction; and,

        iv.   permitting the patron to select a return time from the available return times; and

   c.   employing an operation to provide the patron access to the attraction, the operation providing priority access to the patron having the return time, the operation providing first-in first-out access to any patron not having an allocated return time;

   d.   wherein the hierarchy is determined on the basis of patrons remotely located away from the entertainment environment when making a priority request, patrons resident in a facility associated with the entertainment environment when making the priority request, and patrons located at the entertainment environment when making the priority request;

   e.   wherein a first selection of patrons is permitted to make multiple priority requests, the multiple priority requests being for patrons of a second selection of patrons, the first selection of patrons and the second selection of patrons being in at least one of the hierarchy levels.

Claim 10.   (currently amended)   A system of managing the loading of patrons to an attraction in an entertainment environment wherein patrons are permitted access to the attraction on at least two bases, the first being a first-in first-out basis, and the second being a priority

basis, established by a prior allocation of a time of entry into said attraction, the system comprising:

    a.   a hierarchy of patrons, the hierarchy developed ~~using the priority basis~~ utilizing rules that are not based on reservation times;

    b.   a computing device to regulate the number of patrons allowed to enter the attraction, the computing device managing a priority request for an allocation of a time of entry into said attraction, the computing device including:

        i.   an input device, the input device receiving a signal from a remote location;

        ii.   an allocation table, the allocation table allocating available return times in relation to a hierarchy level of a patron; and,

        iii.   an output device, the output device transmitting to the remote location; available return times to the first attraction;

    c.   a selection device at the remote location, the selection device permitting the patron to select a return time from the available return times; and

    d.   means to provide the patron access to the attraction, wherein the means to provide the patron access to the attraction provides priority access to the patron having a return time, and wherein the means to provide the patron access to the attraction provides first-in first-out access to any patron not having an allocated return time.

Claim 11.   **(previously presented)** A system as claimed in claim 10, wherein a selection of patrons is permitted to make multiple priority requests, the multiple requests being for different attractions in the entertainment environment.

Claim 12.   **(previously presented)** A system as claimed in claim 10, wherein a first selection of patrons is permitted to make multiple priority requests, the multiple priority requests being for patrons from a second selection of patrons, the first selection of patrons and the second selection of patrons being at in least one of the hierarchy levels.

Claim 13.   **(previously presented)** A method as claimed in claim 1, wherein the return time is redeemed through an automatic procedure, wherein the automatic procedure includes any one

of a reading of a radio frequency identification allocated to the patron, a reading of a magnetic code allocated to the patron, or a reading of a barcode allocated to the patron.

Claim 14.   (previously presented)   A method as claimed in claim 1, wherein the return time is redeemed at a time of entry into the entertainment environment or at the time of entry into the attraction in the entertainment environment.

Claim 15.   (currently amended)   A method ~~as claimed in claim 1,~~ of managing the loading of patrons to an attraction in an entertainment environment wherein patrons are permitted access to the attraction on at least two bases, the first being a first-in first-out basis, and the second being a priority basis established by a prior allocation of a time of entry into said attraction, comprising:

a.   developing a hierarchy of patrons utilizing rules that are not based on reservation times;

b.   permitting a priority request for an allocation of a time of entry into said attraction including the steps of:

  i.   receiving an input from a remote location, the input being communicated to a central computer, the central computer regulating a number of patrons allowed to enter the attraction;

  ii.   allocating available return times in relation to a hierarchy level of a patron in the hierarchy;

  iii.   permitting the patron to remotely receive a response that includes the available return times for the attraction; and,

  iv.   permitting the patron to select a return time from the available return times; and

c.   employing an operation to provide the patron access to the attraction, the operation providing priority access to the patron having the return time, the operation providing first-in first-out access to any patron not having an allocated return time;

d.   wherein said allocated return time may or may not be redeemed by said patron, and further comprising the steps of determining the number of unredeemed return times to the number of allocated times, and feeding back redemptions of

return times such that near real time updates of return time availability may be computed.

Claim 16.   (previously presented) A method as claimed in claim 1, further comprising the steps of permitting at least one exchange or return of the return time to the patron having the return time, and updating the computation of the number of patrons allowed to enter the attraction based on the at least one exchange or return of the return time.

Claim 17.   (currently amended) A method ~~as claimed in claim 1,~~ of managing the loading of patrons to an attraction in an entertainment environment wherein patrons are permitted access to the attraction on at least two bases, the first being a first-in first-out basis, and the second being a priority basis established by a prior allocation of a time of entry into said attraction, comprising:

    a.   developing a hierarchy of patrons utilizing rules that are not based on reservation times;

    b.   permitting a priority request for an allocation of a time of entry into said attraction including the steps of:

        i.   receiving an input from a remote location, the input being communicated to a central computer, the central computer regulating a number of patrons allowed to enter the attraction;

        ii.   allocating available return times in relation to a hierarchy level of a patron in the hierarchy;

        iii.   permitting the patron to remotely receive a response that includes the available return times for the attraction; and,

        iv.   permitting the patron to select a return time from the available return times;

    c.   employing an operation to provide the patron access to the attraction, the operation providing priority access to the patron having the return time, the operation providing first-in first-out access to any patron not having an allocated return time; and,

    d.   ~~further comprising the steps of~~ factoring unredeemed return times into a computation of the number of patrons allowed to enter the attraction.

Claim 18. **(currently amended)** A method of managing the loading of patrons to an attraction in an entertainment environment wherein patrons are permitted access to the attraction on at least two bases, the first being a first-in first-out basis, and the second being a priority basis established by a prior allocation of a time of entry into said attraction, comprising:

a. developing a hierarchy of patrons ~~using the priority basis~~ utilizing rules that are not based on reservation times;

b. permitting a priority request for an allocation of a time of entry into said attraction including the steps of:

    i. receiving an input from a remote location, the input being communicated to a central computer, the central computer regulating a number of patrons allowed to enter the attraction;

    ii. allocating a return time in relation to a hierarchy level of a patron in the hierarchy; and,

    iii. permitting the patron to remotely receive a response that includes the return time for the attraction; and,

c. employing an operation to provide the patron access to the attraction, the operation providing priority access to the patron having said return time, the operation providing first-in first-out access to any patron not having an allocated return time.

Claim 19. **(currently amended)** A system of managing the loading of patrons to an attraction in an entertainment environment wherein patrons are permitted access to the attraction on at least two bases, the first being a first-in first-out basis, and the second being a priority basis, established by a prior allocation of a time of entry into said attraction, the system comprising:

a. a hierarchy of patrons, the hierarchy developed ~~using the priority basis~~ utilizing rules that are not based on reservation times;

b. a computing device to regulate a number of patrons allowed to enter the attraction, the computing device managing a priority request for an allocation of a time of entry into said attraction, the computing device including:

    i.   an input device, the input device receiving a signal from a remote location;

    ii.   an allocation table, the allocation table allocating a return time in relation to a hierarchy level of a patron; and,

    iii.   an output device, the output device transmitting the return time to the remote location; and,

c.   means to provide the patron access to the attraction based on the return time, wherein the means to provide the patron access to the attraction provides priority access to the patron having said return time, and wherein means to provide the patron access to the attraction provides first-in first-out access to any patron not having an allocated return time.